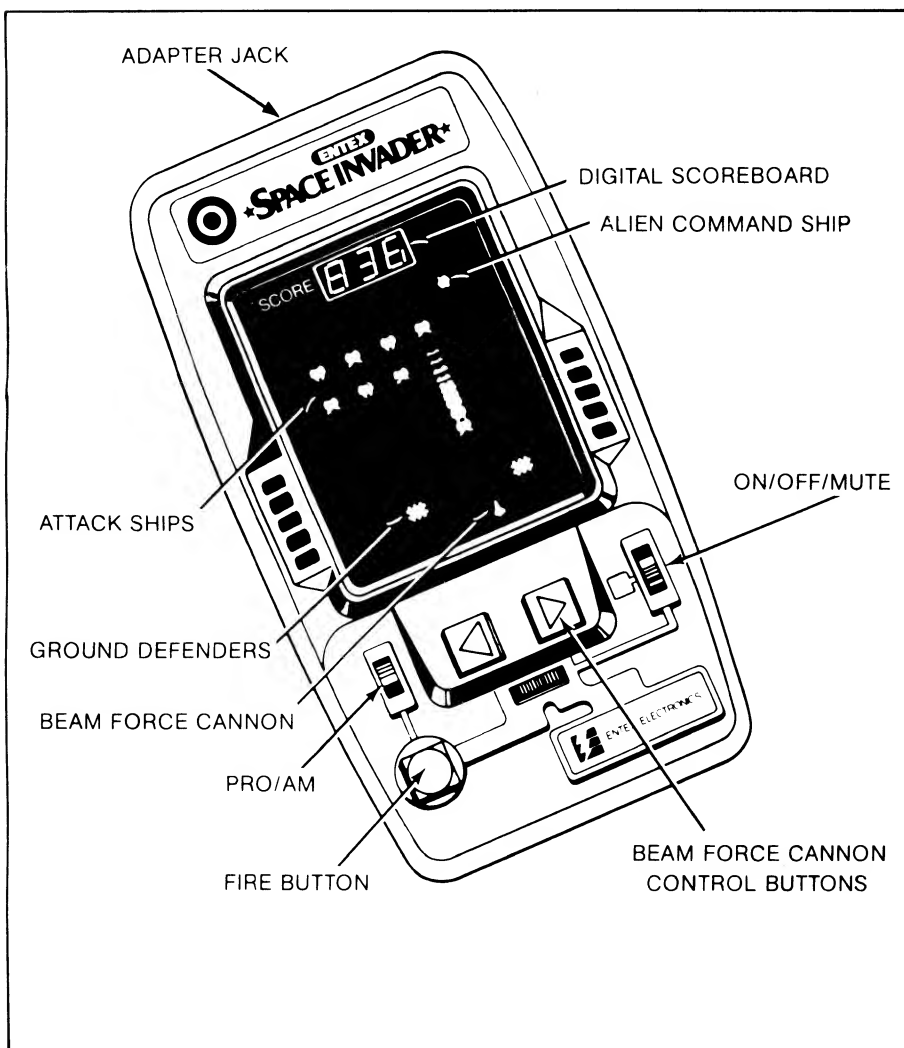




# ELECTRONIC ★SPACE INVADER★ HAND-HELD ARCADE GAME

- ELECTRONIC SOUND EFFECTS ■ AUTOMATIC DIGITAL SCORING
- PROGRESSIVE DEGREE OF DIFFICULTY ■ 2 SKILL LEVELS



## 1. INSERT BATTERIES

Turn game upside down. Press down where shown and slide cover off. Insert 6 "AA" batteries. (Alkaline type will last longer.) Battery positions are indicated inside the battery compartment. The game will also work with an ENTEX Model 6069 9 Volt Adapter (not included). To use the adapter, remove the 6 "AA" batteries and insert the adapter into the jack located on the top edge of the game case.

## 2. OBJECT OF GAME

Attain the highest score by destroying as many Attack Ships and Alien Command Ships before your Beam Force Cannon is disabled. This is accomplished by using the Beam Force Control Fire button to fire your rocket powered missiles to destroy the Attack Ships. You also use your Beam Force Control for evasive action against the invading forces. Your Space Force consists of two stationary Ground Defenders and 3 Beam Force Cannons (1 active, 2 reserve). Bonus cannons are awarded at various point levels throughout the game.

## 3. SCORING

Depending on your timing, a hit on the command ship is worth 10, 20, or 30 points for a direct hit as indicated by a temporary interruption of the running score display. Destruction of Attack Ships are scored as 5 points for long range (upper level) and 2 points for close range.

You can add more challenge to your SPACE INVADER game if you keep a record of the highest all-time score attained on your machine. You can also add interest by the best total thirty-minute play, highest score of the day, week, etc.

## 4. CONTROLS

- A. "OFF/ON/MUTE" to "ON" for normal play or to "MUTE" for silent play.
- B. "PRO/AM" Professional or Amateur skill level.
- C. Beam Force Control: These buttons move the Beam Force Cannon left and right to fire missiles with the Fire button, and/or to escape being hit by bombs. By holding either directional button down, the Beam Force Cannon will continue to move in the commanded direction until it encounters the edge of the screen.
- D. Fire Button: When Fire is pressed a lighted blip representing a rocket powered missile will advance toward the invading fleet in a straight trajectory. If you destroy an Attack Ship it will disappear. When the Alien Command Ship appears at the top of the screen you must time the launching of your missiles (Fire button push) to reach it on a collision path.

## 5. AUDIO/GAME DISPLAYS

- A. Shaped figures represent Beam Force Cannon, missiles, Ground Defenders. Also, Attack Ships, Alien Command Ship, and bombs.
- B. Audio signal for Attack Ship movement, and hits on Beam Force Cannon; missile motion and hits/destruction of Attack Ships and Alien Command Ship; 10, 20, or 30 point hit on Alien Command Ship and end of game.
- C. Digital Scoring will display up to 9999. During the game play only the lower 3 digits are shown. When the game is over the score display will flash, first the 1000's digit then the remaining 3 digits. This will repeat until the game is turned "OFF"

## 6. PLAYING INSTRUCTIONS

- A. Select PRO or AM. Turn game to ON or MUTE.
- B. Amateur: Player controls Beam Force Control and FIRE button.

The Ground Defenders are linked together in such a way that when one Ground Defender has absorbed 7 hits by Attack Ships or inadvertently fired BEAM FORCE Cannon missiles the adjacent Ground Defender will disappear. When this occurs the lit Ground Defender will no longer provide protection for the Beam Force Cannon, however, the position of the Ground Defender that disappeared will still provide protection until it has also absorbed 7 hits. At this time the other Ground Defender will disappear. Pay special attention to this feature and watch out and don't be tricked into maneuvering under a Ground Defender that will provide no protection (see Fig. 1)

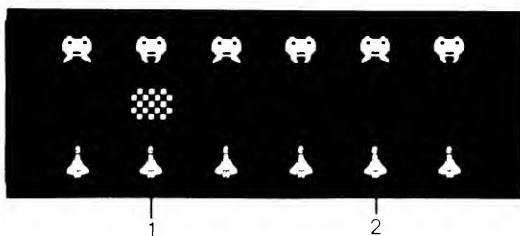


Fig. 1-Ground Defenders:

If, as above, the Ground Defender on the left was lit and the one on the right was destroyed, the position 1. would provide no protection while position 2. would provide protection until the that position absorbed 7 hits.

It takes one hit on the movable Beam Force Cannon to destroy it. If you succeed in destroying all but two of the Attack Ships, they will stop firing. However, if they succeed in reaching the bottom row, the game is over. If you destroy all Attack Ships a new group of Attack Ships appears at the next lower level and two new Ground Defenders appear.

- C. Professional: Action is similar to amateur play. Attack Ships do not stop firing when only two are left. Velocity of the encounters is quicker.
- D. During both levels of play, bonus Beam Force Cannons are awarded. Whenever the score display reaches 100, 300 and 700 points, one additional bonus Beam Force Cannon is added to the reserve. As many as 6 Beam Force Cannons may be kept in reserve.

## 7. CARE OF YOUR GAME

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store game.

### ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6069 9V Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

You can obtain the Entex Adapter by sending in the coupon below.

Helen Parts  
ENTEX Industries Inc.  
303 West Artesia Blvd.  
Compton, CA 90220

Please send the following:

	QUANTITY	PRICE	TOTAL
#6069 9V Adapter	_____	\$6.00	_____
California residents add 6%			_____
		TOTAL	_____

CHECK ENCLOSED

(Cost includes handling and postage)

SEND TO:

Name: \_\_\_\_\_

No./Street: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

#6012-Z

- F. Do not unscrew back. There are no user-serviceable parts.
- G. Remove batteries before using the ENTEX #6069 9V Adapter.
- H. Unplug the 9 Volt adapter when not in use.

## 8. NOTE ON BATTERIES

**BATTERY LIFE:** Be sure to turn your game OFF whenever it is not in use. We have done all we can to make your game economical, but micro computers get hungry.

If L.E.D. lights or scoring device become erratic replace the batteries with fresh ones.

### IMPORTANT:

Do not leave your game near very hot locations such as car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.

ORDER FORM

## LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd., Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$30.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:  
Entex Industries Repair Center  
303 West Artesia Blvd.  
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

[www.handheldmuseum.com](http://www.handheldmuseum.com)

